

SEUNG WAN HA

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- EDUCATION**
- Indiana University Bloomington**, Indiana, USA Aug. 2020 - Present
Ph.D. student in Informatics (Health Informatics)
Advisor: Dr. Christina C. F. Chung
- Sogang University**, Seoul, Korea Feb. 2018
M.A.S (Master of Arts and Science), Department of Arts and Technology.
Thesis: Interactive Photograph that enhances social presence
Advisor: Dr. Jusub Kim
- Chung-Ang University**, Seoul and Gyeonggi, Korea Feb. 2015
Bachelor of Fine Art, Department of Photography, *Cum Laude*
- PUBLICATIONS**
- Ha, S. W.**, Kim, J. (2020). Designing a Scalable, Accessible, and Effective Mobile App Based Solution for Common Mental Health Problems. *International Journal of Human-Computer Interaction*, 1-14
- Ha, S. W.**, Kim, J. (2019). I-Portrait: An Interactive Photograph System for Enhancing Social Presence. *International Journal of Human-Computer Interaction*, 35(20), 1906-1913
- Boa, R., **Ha, S. W.**, and Seo, J. (2017). A Comparative Study of Immersiveness in Monet's Impressionism Exhibition and Van Gogh Inside: Festival of Light and Music through an Empirical Approach. *Journal of Korea Multimedia Society* 20.4, 686-695
- PRESENTATIONS**
- Ha, S. W.**, Kim, J. (2018). Interactive Photograph that enhances emotional bonding. *Proceedings of HCI Korea*, 712-715
- RESEARCH**
- Spring: a Scalable, Accessible, and Effective Mobile Application** Mar. 2019 - Mar. 2020
Advisor: Dr. Jusub Kim — Sogang University
- Analyzed quantitative data from clients and therapists to investigate efficacy of the developed CBT based mobile crowdsourcing application and UX design using SPSS
 - Scrutinized qualitative data from clients and therapists
- I-Portrait: Interactive Photography** Jan. 2017 - Feb. 2018
Advisor: Dr. Jusub Kim — Sogang University
- Spearheaded the development of an interactive photography system adding touch interactions, voice interactions, facial expression interactions, and gesture interactions
 - Aided in the design of user experience to enhance social presence between users and virtual people
 - Examined the system with social presence questionnaires
- Vivot: Robotics Simulator for Designer** Sep. 2017 - Dec. 2017
LG Electronics, South Korea
Advisor: Dr. Jusub Kim — Sogang University
- Designed facial expressions and specific motions for CLOi, presented at CES 2017 and 2018, with Maya, Adobe Photoshop, Adobe Premiere, and Adobe After Effects
 - Developed a simulator for designers to investigate various UI with suggested motions and user customized motions

Feelin: Emotion Feedback system Mar. 2017 - Jun. 2017
AfreecaTV, South Korea

Advisor: Dr. Jusub Kim and Prof. Kanghyun Kwon — Sogang University

- Researched user experience in AfreecaTV (Livestreaming media in Korea)
- Developed distinct emotional Feedback system to enhance emotional attachment between a streamer (or a creator) and users by using facial expression recognition

Digital Odyssey: Natural History Theme Park Nov. 2015 - Apr. 2016
CJ Powercast, South Korea

Advisor: Dr. Boa Rhee — Sogang University and ChungAng University

- Researched the content, design and user experience flow at current natural history museums in other nations (i.e. US, UK)
- Designed concept and expected scenes of new concept of Natural History Theme Park in South Korea
- Collaborated with CJ Powercast to design expected scenes of future Natural History Theme Park

RESEARCH EXPERIENCE

Researcher

Creative Computing Group Mar. 2019 - Mar. 2020
Advisor: Dr. Jusub Kim

Research Assistant

Indiana University Jun. 2021 - Aug. 2021
Advisor: Dr. Christina C. F. Chung

Sogang University Nov. 2015 - Jun. 2018
Creative Computing Group Sep. 2016 - Jun. 2018
Advisor: Dr. Jusub Kim

Digital Heritage and Immersive Media Group Nov. 2015 - Aug. 2016
Advisor: Dr. Boa Rhee

TEACHING EXPERIENCE

Associate Instructor

Indiana University Bloomington Aug. 2020 - Present
• I 202: Social Informatics 2021 Fall

Guided 36 undergraduates to (a) understand how social contexts influence the form and characteristics of technology; (b) think critically about diverse debated topics regarding information and communication technologies (ICTs)

Teaching advisor: Dr. Chase McCoy, Dr. Jennifer Terrell, Dr. Alexis Pierce Caudell

• I 123: Data Fluency 2020 Fall & 2021 Spring

Guided *approx.* 55 undergraduates per semester to (a) learn how to interpret quantitative information; (b) identify issues with data-driven analysis

Teaching advisor: Dr. Samantha Wood

Teaching Assistant

Sogang University 2016
• Web Studio 2016 Spring & 2016 Fall

Teaching advisor: Dr. Yongsoon Choi

Visual Storytelling 2016 Fall

Teaching advisor: Professor Sangyong Kim

Storytelling Workshop 2016 Spring
 Teaching advisor: Professor Sangyong Kim
 Provided assistance to professors, supported students, and led discussion sessions in following courses:

WORK EXPERIENCE

Coordinator

PhotoIreland Festival 2015
 • Provided assistance to Korean artists to exhibit their works
 • Coordinated Korean artists' exhibitions with Ireland artists and mediated communication between curators and Korean artists for the festival

Aarhus Photobook Week 2014
 • Collected Korean artists' books to display at the exhibition
 • Translated Korean artists' statements to depict their ideas at the exhibitions in English

Curator Assistant

National Museum of Modern and Contemporary Art, South Korea 2014
 • Explained artists' works to the public and provided assistance to artists
 • Spoke with the public regarding the artists' work

HONORS AND AWARDS

Academic Scholarship 2017
 The Students' Union Scholarship 2017
 Grand Prize, Minister of Korean Ministry of Science and ICT Award 2016
 Department Honor Scholarship 2014
 Department Secondary Honor Scholarship 2014
 Work Study Scholarship 2011
 Academic Achievement Scholarship 2010 - 2014

SKILLS

HCI Research Methodology: Quantitative Research, Qualitative Research
Languages: C#, ObjectC, Swift, HTML, CSS, L^AT_EX.
Prototyping Tools: Arduino, Processing, Unity 3D, Unreal Engine, Sketch.
Design Tools: Adobe Photoshop, Adobe Fuse, Maya.
Videography Tools: FinalCut Pro, Adobe Premiere.

INTERESTS

Health Informatics; Human-Computer Interaction; Assistive Computing; Affective Computing

ORGANIZATION MEMBERSHIPS

HCI Society of KOREA; Intelligent Service Robotics (KOREA Robotics Society); KOREA Multimedia Society